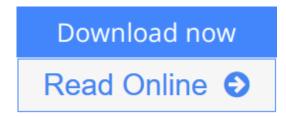# 3D Graphics Programming for Windows (Microsoft Programming Series)

By Nigel Thompson

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This book introduces the basic concepts of Direct3D with engaging hands-on projects. Solid solutions are given to basic, real world 3D programming problems. The book teaches Windows programmers how to apply the Direct 3D API to accomplish typical 3D graphics objectives.

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3D Graphics Programming for Windows (Microsoft Programming Series) By Nigel Thompson Bibliography

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Editorial Review

Amazon.com Review
In *3D Graphics Programming for Windows 95*, Nigel Thompson develops a C++ wrapper library for DirectX, an applications programming interface that has become the de facto standard for games programming on Windows 95 platforms. The book comes with a CD-ROM that contains sample code, interesting examples, and the DirectX 2 Software Development Kit (SDK). The advantage of working with a package such as this one is that it effectively hides mundane details and lets you focus on the creative aspects of computer graphics.

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